THE DUELIST COMPANION

March 1995 | The Official Newsletter of the Duelists' Convocation™ | Issue 7

A New Expansion With An Old Look

Out-of-Print Cards Come Back In New Set

In response to customer demands, Wizards of the Coast, Inc. is reviving cards from out-of-print **Magic: The Gathering**™ expansion sets. An assortment of *Arabian Nights*™, *Antiquities*™, *Legends*™, *The Dark*™, and *Fallen Empires*™ cards will make up the game's first unlimited expansion set, *Chronicles*™, which is scheduled for release this summer. "Wizards of the Coast will print *Chronicles* as long as demand justifies it," says Ron Richardson, *Chronicles* project manager.

"Unlike the first versions, which were black-bordered, the cards in *Chronicles* will have white borders," says Richardson. "By changing the color of the border, we preserve the value of the original card." Each card in *Chronicles* will also retain its expansion symbol so players can easily identify the set from which it was taken.

The idea to re-release some out-of-print cards grew out of frustrations many **Magic** players expressed. "There are a lot of **Magic** players who weren't into the game when, for example, *Arabian Nights* or *Legends* came out. For them to get cards from these expansions is costly and, in some cases, close to impossible," says Richardson. "So we thought re-releasing the cards was a perfect way to answer the needs of new players while still preserving the investments of old collectors."

Chronicles, made up of common, uncommon and rare cards, will be sold in twelve-card booster packs for $2.00 per booster. Wizards of the Coast purposefully chose to not bring back some of **Magic**' s out-of-print cards, like the Moxes. "Even though a lot of **Magic** players want to see Moxes reprinted, Moxes break the game—so they were kept out," says Richardson. Other cards not found in *Chronicles* are basic land cards. Players will, however, find more cards from *Legends* than from any other expansion. Richardson says that's because *Legends* was so popular!

DC International News

Here is an update on the DC's international situation. In order to get this information to you, I am constantly updating my information via an ongoing campaign of international harassment of a type not seen since the time of the Mongols. I'll keep you posted.

Auntie Badger

In Belgium, Henk Coppelmans is working hard at getting the European Duelists' Convocation up and running. He has already received many requests for sanctioned events and, though he has not been able to sanction any of them, he has been providing prize support and guidance. We look forward to hearing great things from Henk once we start accepting memberships.

Red Crowley in the UK office is really getting things moving over there, as well. He is working on several projects, including setting up a UK title event, and getting the DC on it's feet so that he can start taking memberships and sanctioning events.

For information about Duelists' Convocation abroad you can write to either the UK office:

Wizards of the Coast UK, Ltd.
Customer Service Department
P.O. Box No. 1562
Glasgow G2 8BW
SCOTLAND
internet: uk@wizards.com

Or the Belgium office:

Wizards of the Coast, Belgium
Customer Service Department
P.O. Box 16
B-2140 Borgerhout 2
BELGIUM
internet: belgium@wizards.com

As I mentioned, the DC machinery is still being put into place and it may be awhile before everything is ready to go. I would, however, like to say that both Red and Henk are working really hard to get the Convocation started in their respective areas and both of them deserve all the support and recognition that we can give them. And, by the way, Happy Birthday, Red! (He thought we forgot).

Ice Age

Wizards of the Coast, Inc. introduces its next expansion this summer! **Magic: The Gathering** *Ice Age*™, is unique in being both a standard expansion and a stand-alone game. "Cards from *Ice Age* will be playable by themselves but also 100% compatible with **Magic: The Gathering**," says Ron Richardson, *Ice Age* project coordinator. The expansion will use the same card back design.

Because the expansion will be playable by itself as a game, Wizards of the Coast will sell the cards in sixty-card starter decks and fifteen-card booster packs. These black-bordered cards will be sold for approximately one year.

As a result, **Magic** players shouldn't have trouble getting their hands on *Ice Age* cards, which wasn't the case with other expansion sets. "In the past, we set the expansion sets' print sizes ahead of time, based on pre-orders, and stuck to that. This resulted in a limited number of cards on the market," says James Lin, one of the designers of *Ice Age*. "If there is a shortage of *Ice Age* cards, it will be the result of production limitations."

In the future, Wizards of the Coast may design other card sets to be both stand-alone games and expansions to existing card sets. "If we discover this kind of expansion is popular with players, similar sets may be released down the road," says Richardson.

CREDITS

This issue of *Companion* was brought to by these fine, upstanding people, every one of them a treasure.

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The Days of Wine & Magic

by Mark Wilkinson

Some of you may know me better by my internet address: *MarkInLodi@aol.com*. But many of you have asked, "What is Lodi?" Actually, it's a "where," not a "what." Lodi is a small town located 30 minutes south of Sacramento, California. It's officially known as "The Zinfandel Capital of the World," and as such is surrounded by grape vineyards and several wineries. I graduated from Tokay High School (Tokay is a type of grape). I try to attend the Grape Wine Festival each year, and I don't even like the stuff! To answer the questions looming in many of your minds: no, we are not all winos; no, Alcoholics Anonymous is not our most popular club; no, our feet aren't purple; and yes, this *is* the town Creedence Clearwater Revival sung about being stuck in.

The most popular place in Lodi for **Magic: The Gathering**™ is the Comic Grapevine. It's run by a good friend of mine, Doug Blevins, and has carried **Magic** since the early days of the game. He stocks other "collectable card games," but none of them are as popular as M:TG. The great thing about the store is that Doug doesn't inflate the prices; he adheres to the suggested retail price. There may be a limit on how many packs a person can get, but it's a fair amount.

But the Grapevine is more than just a store, it's a hangout for **Magic** players looking for a battleground to duel on. There is the requisite large table in the back available for games. It's not uncommon to walk in on a Saturday afternoon and find several countertops and the corner floorspace teeming with Wizard-wannabees and Ante-hungry Planewalkers, who swoop in on uninitiated mages, trying to trade a Drudge Skeleton for the newbie's Birds of Paradise or Shivan Dragon. "Of course it's a fair trade. Would I lie to you? Well, okay, then duel me for it!" Fortunately there is a group of paladins who help regulate such unfair trade practices. Dawn, Chris, myself and the ever-present Sir Blevins, to name a few, try to steer these newcomers in the right direction, offering words of wisdom and a copy of a good rarity guide.

But trading is only a portion of the goings-on. The duels are constant and never-ending. Any trends, you ask? Well, the five-color deck is definitely a no-no, but several players have created some nasty one color decks, using a healthy dose of artifacts to balance out the game. But the most common decks are the two-color variety, with a good smattering of all color combinations to be found. Red/Blue decks seem to be the most commonly used combo that I've seen, with Mana Battery driven Fireballs, and Prodigal Sorcerers being the cards of choice (with the most serious players stashing several Shivans in their decks).

The duels tend to remain fairly friendly, with games played for ante occurring only occasionally. A practice I've tried to preach is the "False Ante," in which the top card after shuffling your library is placed face up, out of play, but is still yours after the game. Many times, this is a card that you really could have used. "Mulligans" are used occasionally; if a player draws either all land or no land in his initial 7 cards, he may choose to turn these cards face up, showing his opponent what has occurred and announce the "mulligan." He may then reshuffle his library and draw another seven cards. A "mulligan" can be used by a single player only once per duel. Multi-player games are also common. In Lodi, cards from every one of the expansion sets are being used in play decks. No card is "sacred" and not played with. There are several player/collectors who also make the insane attempt to gather a complete set of **Magic** cards. It doesn't happen very often that one of them will succeed, but I'm working on it. (Anyone have any spare rare *Legends* they're willing to part with? Hello?)

Lodi is a great town. I was born and raised there. I moved away and then moved back. I found the Comic Grapevine and started collecting comic books two years ago at the impressionable young age of 25. Last summer, my brother Tracy introduced me to a quiet little card game called **Magic**. "I really don't have the time to get involved with another hobby, guys." Well, I found the time. Now, to my wife's dismay, I make the time whether I have it or not. Such is the way of The Gathering. Such is life in Lodi. Am I stuck in Lodi?

You betcha, and I would not have it any other way.

Do You Believe In Magic?

by Mark Rosewater

"Tricks of the Trade"

One of the great joys of **Magic** has been the opportunity to play many experienced players. Besides having participated in a lot of excellent games, I've had the chance to pick up quite a number of cool tricks; I thought I'd use my column this month to pass along some of these small gems.

There's a Storm a'Comin': Unless there is a specific need to use Storm Seeker immediately, always wait to use it until your opponent's draw phase, after he draws. And if your opponent plays Storm Seeker against you, remember that you can respond by casting any instants and interrupts, thus getting them out of your hand.

A Trip to the Library: Whenever a card-drawing fast effect (Ancestral Recall, Library of Alexandria, Jalum Tome, etc.) will give you more than eight cards (and you're not planning to use one of the cards this turn), remember to activate the effect on your opponent's turn so you can avoid having to discard.

Some Assembly Required (Part 1): If you need to get rid of mana (to avoid mana burn), and you have an unactivated Mishra's Factory, you can get rid of all the mana by activating the Factory multiple times in one batch of effects. Upon resolution, the first mana will create an Assembly Worker while the rest of the mana will just fizzle.

Some Assembly Required (Part 2): A single Mishra's Factory (along with one other source of mana) can be used to block a 2/2 creature without being destroyed. Here's how. Use the other mana source to activate the Factory. Then when your opponent attacks with his 2/2 creature, block with the Assembly Worker. Now, after blocking is declared, tap the Mishra's Factory to add +1/+1 to itself (this is legal since a Mishra's Factory does not to lose its other abilities while an Assembly Worker), making it 3/3. Since it is tapped it will do no harm to your opponent's creature, but with a toughness of 3, it will not be hurt, either.

Don't Forget Sammie: Along the lines of the trick above, a Samite Healer can block a 1/1 creature without dying by blocking and then tapping itself as a fast effect during damage resolution to prevent the damage.

It's Back!: Here's a nasty trick with a Hell's Caretaker. If you have a creature with a negative enchantment on it or one that has depleted its resources, you can use the Caretaker during upkeep to sacrifice the creature and bring it back out of the graveyard (minus the enchantments). This works because the sacrificed creature goes directly to the graveyard upon use and thus can be selected as a target of the effect. This trick works particularly well with Triskelions.

No, I'll Do It : If your opponent is about to remove one of your creatures from the game and you have a card in play that sacrifices creatures (Diamond Valley, City of Shadows, etc.), you can sacrifice the creature first, as a fast effect, to make sure that it goes to your graveyard and is not removed.

The Importance of Speed Bumps: If you have a creature that can be sacrificed for some effect or has a tapping special ability, you can get double use out of it. When your opponent attacks, declare the creature as a blocker, and then sacrifice it or use its special effect. Since a blocked creature remains blocked even if its blocker is removed or tapped, you get two results for the price of one. For example, you can use a 1/1 Wasp to block a Juggernaut and still sacrifice the Wasp to make your Atog +2/+2 (hopefully blocking another creature).

That's all the room I have for this issue. I hope these tricks come in handy; I know they've definitely helped my game. So, until next time, may your draws be good and your mana be plentiful.

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Magic, by itself, is obviously a well-designed and popular game. Yet, there are times when you will want to try out some new variations. The Convocation does not currently sanction any of these formats.

"Graveyard Equalization" and "One or the Other"

by Nicholas Fang, member # 1201

"Graveyard Equalization"

This variant works well when two players are forced to work with one deck split in half, so that each person doesn't have the necessary forty (or sixty) cards. It also works as an equalizer between a very good and a not-so-good deck. The variant provides a way to equalize the available cards, and also changes strategy.

In "Graveyard Equalization," each player may, instead of drawing a card during upkeep, begin his main phase by casting the top card from the other player's graveyard (this spell must be a sorcery, instant, or interrupt that resolves immediately). Once the spell resolves, it is removed from the game. This action is allowable only once per turn.

The variant also follows these guidelines:

- After a spell is cast off the top of a player's graveyard, it leaves the game.
- As in standard **Magic**, a spell goes to the graveyard as soon as it is successfully cast.
- Any sorceries, instants, or interrupts are discarded after use to the top of the graveyard
- Any cards that are discarded or otherwise go to the graveyard are placed at the bottom of the graveyard.

"One or the Other"

This variant shows how you can change the character of a duel through a simple and subtle alteration. We recommend that you use this as a handicap when playing with new players. It can be a real challenge to let them use this variant while you stick to the standard rules.

Instead of drawing one card each draw phase, you draw two. You choose one of these and then bury the other one, remove it from play, or place it at the bottom of your library. This means you have your choice of two cards, and you must make a choice as to which provides more benefit. Sometimes, this can be a painstaking decision, since the one you don't choose is gone for good, or at least for a while.

Early in the game, this can provide land at a crucial moment, or may prevent you from getting an excess of land Later in the duel, though, this adds really important strategic elements. That is the judgment you must make as to which card will really help you more. Sure, that Fork may help you out eventually, but perhaps you need those Dwarven Warriors right away...

There are many variants you might try. The key is to make straightforward changes to the game, in order to keep gameplay smooth, but to change the game enough to make the duel more interesting. Variants are a fun way to breath new life into your old decks.

Delinquent Report List

Due to space constraints we are unable to run the entire delinquent report list in this issue. If you have turned in a report and your name still appears on the list, please contact us so that we can ensure that the points for your event are awarded. A complete listing of all delinquent reports will appear next issue.

December 1994

Albuquerque Game Fair '94
Dec. 3
Albuquerque, New Mexico
Glen Godard

Mad Hatter's Christmas at Ground Zero Magic Tournament
Dec. 3
Bash Riprocks
Lubbock, Texas
Mad Hatter

Magic Tournament
Dec. 4
Jackson, New Jersey
Terry Brooks

Magic Tournament
Dec. 10
San Juan, Puerto Rico
Luis Sala

Holiday Magic Tournament
Dec. 10
Orlando, Florida
John Royal

M:TG Tournament
Dec. 17
Boise, Idaho
Alan Cables

Just2HaveACon
Dec. 30
Quincy, Illinois
Tammy Davis

January 1995

Conjunction
Jan. 6–8
Springdale, Arkansas
Hank Fawcett

New York Magic
Jan. 7
New York, New York
Glen Friedman

Dreamation
Jan. 12–13
Elizabeth, New Jersey
Steve Zatuchny

Games University
Jan.13–16
Ontario, California
Jim Pinto

Winter Con
Jan. 14
Duluth, Minnesota
Jon Rowlison

The Magic Dragon Tournament
Jan. 15
Sacramento, California
Mark Christianson

M:TG Tournament: Return of the Empire
Jan. 21
Boise, Idaho
Alan Cables

IMAGE CON I
Jan. 21
Newark, Ohio
Mark Loughman

"It's Just A Game Folks" Tournament
Jan. 21
Port Huron, Minnesota
Ted Golubinski

Magic Con II
Jan. 21
Atlanta, Georgia
Ed Krammer

Kaneda Con
Jan. 28
Okinawa, Japan
Michael Nixon

Florida Extravaganza
Jan. 28–29
Orlando, Florida
Bruce Zalkin

"At least a hundred players" Magic Tournament
Jan. 28
Lubbock, Texas

Magic: The Puzzling

by Mark Rosewater

"Down and Out"

Your opponent is Les, and let me tell you, things don't look good. For starters, Les used a Millstone he stole from you to put the last two cards in your library into your graveyard (and he then proceeded to use Tormod's Crypt to clean out your graveyard). Without a card to draw, you will die come your draw phase. . . that is, if you survive your upkeep. There are four Copper Tablets in play, a Haunting Wind that damages you any time you use an artifact, an Aladdin that is stealing your artifacts a piece at a time, and a Blood Moon which has changed all your lands into mountains. Your mission, if you choose to accept it, is to defeat Les this turn without dying. In fact, if you really feel up to a challenge, do it and end up with as much life as possible. (A clue: It's in the double digits.)

WARNING:

This puzzle is not easy. It's not even intermediate. It's more of a difficult puzzle. Actually, I don't think "difficult" is the right word. It's harder than that. It's. . . what's the word for the kind of puzzle that keeps people up night after night torturing their psyche until they question their very existence? It's the word that is one word worse than that. Suffice it to say, this puzzle is only for experienced **Magic** players who don't mind risking their sanity over patterns of ink on a piece of paper.

That said, have fun!

OBJECTIVE

Defeat Les this turn, without dying. Try and obtain as many life points as possible.

THE FINE PRINT

Animate Dead
Any creature in any graveyard comes into play on your side with -1 to its original power. At end of game, or if this enchantment is discarded without removing target creature from play, target creature is returned to its owner's graveyard. Target creature may be killed as normal.

Mana Vault
Tap to add 3 colorless mana to your mana pool. Mana Vault doesn't untap normally during untap phase; to untap it, you must pay 4 mana. If Mana Vault remains tapped during upkeep it does 1 damage to you. Tapping this artifact can be played as an interrupt.

Aladdin
1 and tap to take control of an artifact from opponent. Artifact is returned when Aladdin is removed from play or when game ends.

Taiga
: Add either or to your mana pool. Counts as both forest and mountains and is affected by spells that affect either. If a spell destroys one of these land types, this card is destroyed; if a spell alters one of these land types, the other land type is unaffected.

Vesuvan Doppelganger
Upon summoning, Doppelganger acquires all characteristics except color of any one creature in play on either side; any creature enchantments on the original creature are not copied. During controller's upkeep, Doppelganger may take on the characteristics of a different creature in play instead. Doppelganger may continue to copy a creature even after that creature leaves play, but if it switches it won't be able to switch back.

Drafna's Restoration
Take any number of artifacts of your choice from target player's graveyard and place them on top of that player's library, in any order.

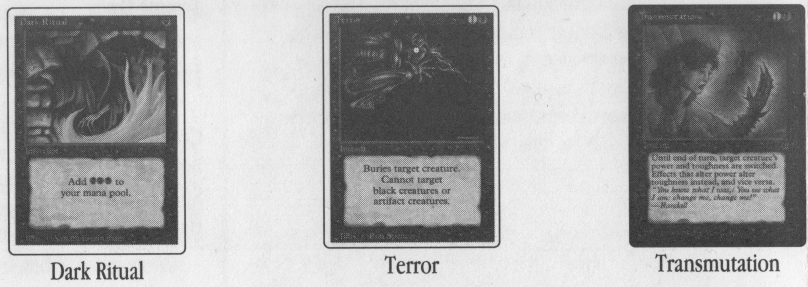
Hurkyl's Recall
All artifacts in play owned by target player are returned to target player's hand. Any enchantments on those artifacts are discarded. Cannot be played during the damage-dealing phase of an attack.

Gaea's Avenger
The *s below are the number of artifacts opponent has in play. (Gaea's Avenger has a power and toughness of *+1/*+1.)

Les (Black/Green/Red) 15 Life Points Remaining

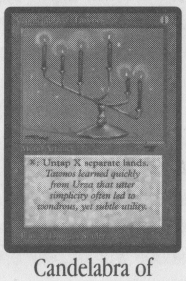
You (Black/Blue) 1 Life Point Remaining

Your Hand



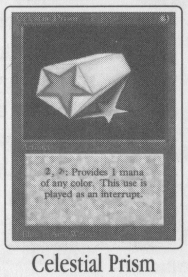
s Avenger

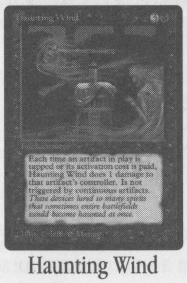
Frost Giant

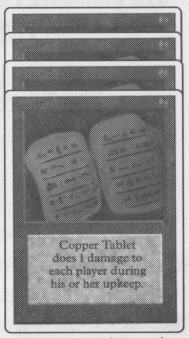

Candelabra of Tawnos (stolen)

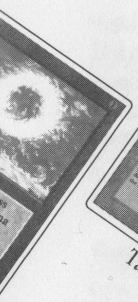
Colossus of Sardia (stolen)

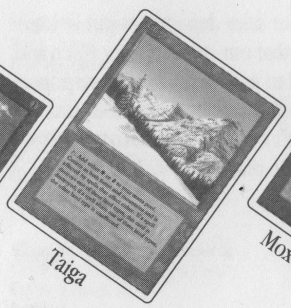
Clockwork Beast (stolen) (no counters)

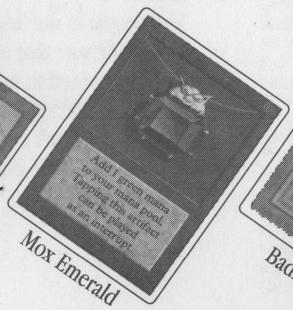

Celestial Prism (stolen)


Haunting Wind

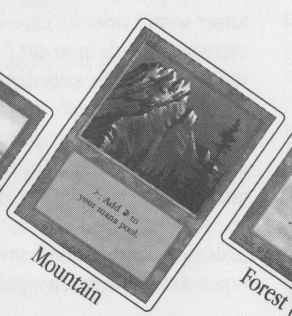

Copper Tablet (4)

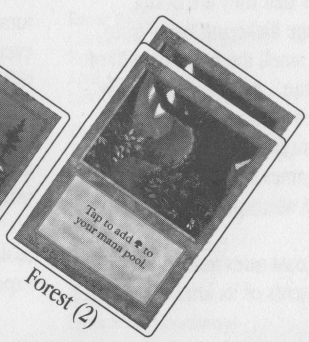


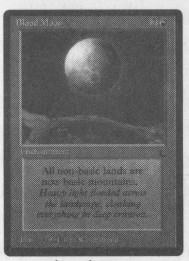

Taiga


Mox Emerald

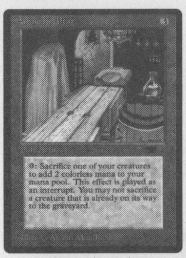
Badlands

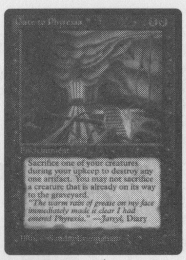

Mountain


Forest (2)


Blood Moon

(stolen)

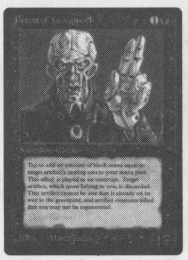

Ashnod's Altar

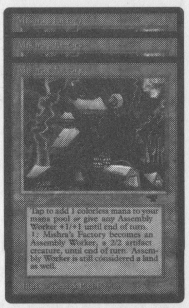

Gate to Phyrexia

Sage of Lat-nam

Diamond Valley

Draconian Cylix


Priest of Yawgmoth


Mishra's Factory (3)

Urza's Mine

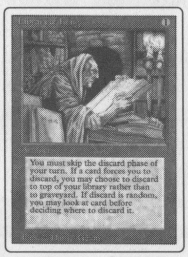
Urza's Tower

Urza's Power Plant

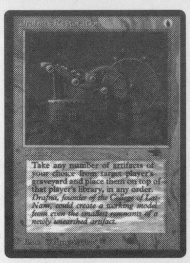
Vesuvan Doppelganger
(currently Aladdin)

Underground Sea

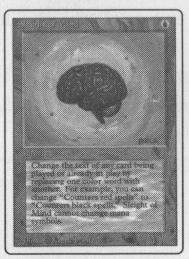
Wall of Vapor


Library of Leng

Stone Calendar (2)


Drafna's Restoration

Hurkyl's Recall


Sleight of Mind

Boomerang

Reconstruction

Hey...where did these cards come from?

The Secret Life of WotC's Sales Department

WotC's sales department is one of our best kept secrets. They work from a secret hidden location, and like the true mages that they are, they keep quiet about what ever it is that they are doing. Occasionally we see strange flickering lights from across the parking lot, or smell the faintest whiff of ozone carried on the breeze....we have learned by now not to meddle in their affairs. What we know about the sales department is this. They are always working hard to get the games out to you and they are frequently overlooked when people are talking about what WotC does.

The Wizards of the Coast sales team is very different from most departments of its kind. Most sales departments handle sales and have very little input into other areas. At WotC, the sales department is involved with every product from the time it is approved for production to the time it actually appears in your local game shop and in many cases, even after that!

Obviously the sales team sells all products that WotC produces. But they also provide customer service to our distributors by tracking their shipments, taking their orders, informing them of upcoming products, and generally answering any questions or concerns they may have. If you own any WotC product, then you have benefited from this. As a customer service oriented company, WotC tries to meet everyone's needs from our distributors to the individual gamer. The sales department is a great example of customer service in action.

One of the most important jobs of the sales department is determining how large or small the print run for any individual card set is going to be. The basic unlimited game is printed on a regular basis and can be ordered any time. Limited edition expansions, however, are printed according to pre-orders. Once WotC announces a product we allow a limited time for distributors to place their orders, usually about 30 days. Then we take the number of orders, calculate shipping damages or other product loss and place a print order with Carta Mundi.

Once the order has been printed, sales makes certain that it is shipped. The person in charge of shipping coordinates all shipments with the sales reps so that everyone knows when a product ships or when it arrives at the warehouse. That way any questions which come up can be answered quickly without anyone having to be put on hold for hours at a time!

The people in our sales department put in lots of time making sure that our product goes when and where it is supposed to go. So next time you pop open one of those brand new booster packs, just remember if it weren't for the WotC sales team, you would probably still be playing Go Fish!

Ellie Haguel

Solutions to "Playing with the Dead"

In an attempt to prevent another tragedy like Billy's, I did something a little sneaky. (Hey, sneaky is what I do!) "Playing with the Dead" actually has three answers. If you didn't realize that on your own or made the assumption that "a puzzle can only have one answer," feel free to go back and find the ones you missed. If you'd rather just have me do all the work and spell them out for you, continue reading:

The First Solution

1) Tap all your land to add two black, three green, and four red mana to your mana pool.
2) Use one black and one green mana to cast Animate Dead on the Juggernaut. It is now a 4/3 creature.
3) Use one black mana to cast Weakness on the animated Juggernaut. It is now a 2/2 creature.
4) Use one green mana to cast Instill Energy on the Juggernaut allowing it to attack this turn.
5) Tap the Dwarven Warriors to make the Juggernaut unblockable until the end of the turn.
6) Use one red mana to cast Firebreathing on the Juggernaut.
7) Use two red mana to pump up the Juggernaut +2/+0. It is now a 4/2 creature until the end of the turn.
8) Use the remaining green mana to cast Giant Growth on the Juggernaut making it a 7/5 creature until the end of the turn.
9) Attack with the Juggernaut to do 7 points of damage
10) Use the remaining red mana to cast a Lightning Bolt for the heck of it doing an additional 3 points of damage.

The Second First Solution

1) Tap all your land to add two black, three green, and four red mana to your mana pool.
2) Use one black mana to cast Weakness on the War Mammoth. The War Mammoth currently 5/4 due to an Unholy Strength becomes a 3/3.
3) Use one red mana to cast a Lightning Bolt on the War Mammoth killing it.
4) Use one black and one green mana to cast Animate Dead on the War Mammoth.
5) Use one green mana to cast Instill Energy on the animated War Mammoth allowing it to attack this turn.
6) Tap the Dwarven Warriors to make the War Mammoth unblockable.
7) Use one red mana to cast Firebreathing on the War Mammoth.
8) Use two red mana to pump up the War Mammoth +2/+0. It is now a 4/3 creature until the end of the turn.
9) Use the remaining green mana to cast Giant Growth on the War Mammoth, making it a 7/6 creature until the end of the turn.
10) Attack with the War Mammoth, doing 7 points of damage.

The Third First Solution

1) Tap all your land to add two black, three green, and four red mana to your mana pool.
2) Use one black to cast Weakness on your Bog Wraith. The Wraith is now 1/2.
3) Tap the Dwarven Warriors to make the Bog Wraith unblockable.
4) Use two green and one black mana to cast Tranquility. The following enchantments all leave the game: Evil Presence, Earthbind, Black Ward, Circle of Protection: Black, Circle of Protection: Red, both Animate Deads (and, in response, both the Dragon Whelp and the Dwarven Warrior), Wild Growth, Unholy Strength, and the Weakness. The Bog Wraith is now back to a 3/3.
5) Use one green mana to cast Giant Growth on the Bog Wraith making it a 6/6 until the end of the turn.
6) Use one red mana to put Firebreathing on the Bog Wraith.
7) Use two red mana to pump the Wraith +2/+0, making it a 8/6 until the end of the turn.
8) Attack with the Bog Wraith, doing 8 points of damage.
9) Just for spite, use the last red mana to hit Don with a Lightning Bolt for an extra 3 points of damage.

TOURNAMENT UPDATE

March 1995

Mondanro Con II
Franklin Pierce College
Rindge, NH
March 2–3
Brian Hess, Coordinator (603) 899-4200 x2021

Portland Spring Gaming Blast
Eastport Plaza Mall, 82nd & Holgate
Portland, OR
March 3–5
Tom Sawtell, Coordinator

M.D.G. Magic Tournament
Kennedy Recreation Center, 3240 Ferris St.
Lincoln Park, MI
March 3, 7pm
Keith Sesler, Coordinator

Magic Tournament–Type II
Birch Union
U of KS, Lawrence, KS
March 4, 10am
Stewart Schutz, Coordinator (913) 841-4294

Egyptian Campaign '95
SIUC Student Center 3rd Floor
Carbondale, IL
March 4
Cindy Morgan, Coordinator

Silver Lake Magic Tournament
Silver Lake Mall, 200 West Hanley
Coeur d'Alene, ID
March 4
Jon Anderson, Coordinator

Aberdeen Strategy Competition
Aberdeen Holiday Inn
Aberdeen, SD
March 5, 10:30am
Scott Voeller, Coordinator

Conamazoo III
Radisson Plaza at Kalamazoo Center, 100 W. Michigan Avenue
Kalamazoo, MI
March 10–12
Deb Kosiba (Untapped Inc.), Coordinator

Con of The North
Landmark Center
St. Paul, MN
March 10–12
Kevin Matheny, Coordinator (612) 721-0089

Bama Con
Holiday Inn
Tuscaloosa, AL
March 17–19
David San, Coordinator (205) 752-0582

Gamers Con
Cherry Hill Sheraton
Cherry Hill, NJ
March 17–19
Nick Saur, Coordinator (908) 949-7076

Magic Tournament
University of Houston, 5000 Calhoon
Houston, TX
March 18
Eric Nussberger, Coordinator

Fairground Square Tournament
Fairgrounds Square Mall, Fifth Street Highway
Reading, PA
March 18
Jamie Dallessandro, Coordinator

Moo-Con '95 Magic Tournament
Kellogg Center
East Lansing, MI
March 18
Paul Melkild, Coordinator

Capital Tournament
Pietro's Pizza, North Hawthorne & Market (Exit#256 off I-5)
Salem, OR
March 25, 11am, $3 Fee
Neal Feldman, Coordinator (503) 581-8335

Magic Tournament
Holiday Inn-Madison Ave & 80th
Sacramento, CA
March 19
Steve Wyatt, Coordinator (916) 722-6643

The March Gathering
Island Lake Community Center
Silverdale, WA
March 19, 9am–7pm
Pete Steinmetz, Coordinator

Aggie Con
Texas A & M Memorial Student Union
College Station, TX
March 23–26
Jen Workman, Coordinator

Sim Con
University of Rochester, Wilson Commons
Rochester, NY
March 23–26
Rich Lippman, Coordinator (716) 275-6186

Encounters 95
Park Central Hotel
Manhattan, NY
March 24–26
Steve Fritz, Coordinator Realm Inc. (718) 461-6480

Mage Con North I
Howard Johnson-Sioux Falls
Sioux Falls, SD
March 24–26
Carol Gundrum, Coordinator (605) 334-2855

Conn Con
Hilton Hotel
Danbury, CT
March 24–26
Joe Kozlowski, Coordinator (508) 563-6953

Scot Con
University of Wooster-Student Center
Wooster, OH
March 24–26
John Newman, Coordinator (216) 264-1954

Octa Con/Mini Con
University of Alaska, Fairbanks-Wood Center
Fairbanks, AK
March 24–26
John Baldwin, Coordinator

Mark of the Banshee
Dream Walker Cafe
Boise, ID
March 25
Alan Cables, Coordinator (208) 466-3278

Magic Con III
Castlegate Hotel
Atlanta, GA
March 25
Ed Krammer, Coordinator (404) 982-0227

Broken Spring
Sunflower School, 15451 Manzanita Diggins Drive
Nevada City, CA
March 25
Stuart Smith, Coordinator

MagiCon '95
Day's Inn, 1440 N. Dixie Hwy.
Monroe, MI
March 25
Matt Linsemeir, Coordinator

Magic Blast I: A Tournament Gathering
Poplar Creek Public Library, 1405 S. Park
Streamwood, IL
March 25
Joyce Wagner, Coordinator

Technicon
Red Lion Inn
Blacksburg, VA
March 31, April 1–2
Joseph Cochran, Coordinator (703) 382-0288

April 1995

"Please Name Our Con" Tournament
St. Claire County Community College-Student Center
Port Huron, MI
April 1
Ted Golubinski, Coordinator (810) 989-2664

April Fools Magic Tournament
US NAS Keflavik USO, Bldg. 758
NAS Keflavik, Iceland
April 1
Ken McCreary, Coordinator

Coast Con
Mississippi Coast Coliseum
Biloxi, MS
April 1
Larry Stanbery, Coordinator

Razor Battles
Clarion Inn, 1255 S. Shiloh Dr.
Fayetteville, AR
April 1–2
Larry Waller Jr., Coordinator

The Grand Wizard's Challenge
Travelodge Hotel, 4177 Albert St.
Regina, SK, Canada
April 7–9
Terry Lummerding, Coordinator

Gathering of the Magi
Harvey Hotel, 14315 Midway Rd.
Dallas, TX
April 14–16
Lance Scott, Coordinator

Gold Con
The American Legion Hall, 78 Westfield Ave.
Clark, NJ
April 15
Nick Sauer, Coordinator (908) 530-9378

Sluggathon
Westin Hotel
Santa Clara, CA
April 15
Public Contact (408) 735-8919

The April Gathering
Island Lake Community Center
Silverdale, WA
April 16 9am–7pm
Pete Steinmetz, Coordinator

Naper Magic Tournament
Logan's Mill, 432 S. Washington
Naperville, IL
April 22
Lon D. Lademann, Coordinator

Cruise Con: Type I, II, and Sealed Deck
Bahamas
April 27–30
Gary Vandergrift, Coordinator (800) 529-3976

May 1995

Card Party 1
Riverside Park Building
Wausau, WI
May 6, 9am–9pm
Bert Blaine, Coordinator

DemiCon VI
Howard Johnson Hotel, 4800 Merle Hay Rd.
Urbandale, IA
May 6
Jerry Barron Miller, Coordinator

Heartland Comicon '95
Prairie Capital Center Plaza, 1 Convention Center Plaza
Springfield, IL
May 5
Joe Maggio, Coordinator

Midwest Mayfest
Triangle Fraternity, 807 Steve St.
Rolla, MO
May 13
Michael W. Dove, Coordinator

Are you in a band?

Installment #6: Letters to the DC

1) If any of you are actually in a band, where do you find the time?
2) Are there any professional didjeridu bands in the Seattle area?
3) Rhias, where did you get the "Badger" nickname? (You aren't by any chance from Wisconsin, are you?)

—Moxless in Milwaukee

Dear Moxless,

Well, Auntie Badger asked me to answer the first two questions here, as I seem to have the most actual musical experience in the DC. (Sorry, Logan, but I think I've got a few years on you!) Rhias says she'll take the third—or is that "take the Fifth"?

To start with, we in the DC are not really currently in bands—although Logan does spend a bit of time in the studio working on projects, and I (when I actually get a chance) record in my home studio. It's nothing flashy, but it works. I haven't played professionally in almost ten years (gods, has it been that long?), and these days I can't find the time, between writing and rewriting the tournament rules, traveling to conventions, and generally making a lot of trouble here at WotC to bring you a bigger and better organization. Lately, though, I've been getting the urge to put something together...we'll see.

Though there aren't, to the best of my knowledge, any professional didjeridu bands in Seattle, there is one amateur one, much to the dismay of our coworkers. The band, called Red Back Spider, consists of Corey on rhythm didjeridu, myself on lead didjeridu (yes, amazingly enough, you can solo on them), Rhias on Tibetan Bowl, and Logan...well, we're trying to find something obnoxious for Logan to make noise with.

I'll let you all in on where the "are you in a band" thing came from. Since GenCon '93 (my first convention with Wizards of the Coast), I've been asked if I'm in a band on nearly every trip I take. In airports, taxis, restaurants, hotels, you name it. It got to be so bad that it became a convention trip pastime for the entire WotC team to count the number of times I was asked, and then to try to break existing records. We've given up counting now. It's pointless. It's even worse now when I travel with Corey, what with him standing 6' 6", with a shaved head and looking like a freak. People are positive that he's my bodyguard, and if I deny being some famous rock star (though they've never said just which one...hmmmm), they just think I want to travel incognito. It's nuts. But I do admit it's nice when they bring the good cognac back from First Class...

Steve Bishop
Director/IRS(Infamous Rock Star)

Thanks Steve, now it's my turn...

No, I am not from Wisconsin. In fact, until I went to GenCon I was blissfully unaware that there is a "Badger State." Needless to say, it was a bit disconcerting for me when I arrived and found that Wisconsin state law apparently requires that any business having more than 100 employees must have the word "Badger" in its name. (GenCon was set up by "Badger Expositions," and the airport shuttles were from "Badger Tours.")

Actually, a friend gave me the nickname while we were hitchhiking across Oregon. (Yeah, I know it's dangerous, but I promise not to do it again.) I was wearing a backpack that was HUGE. The entire thing came almost to my knees! I had to run sort of hunched over to keep from tripping. The guy I was hitching with took one look at me and decided I looked like a badger. The nickname stuck because it went well with my notoriously bad temper, because I used to have a strange haircut (I did it myself in a fit of pique, and it looked like I had been attacked by vengeful, nearsighted beauty school dropouts wielding hedge clippers), and because when I get really angry I tend to attack without caring that the person I am attacking is, say, bigger than Corey and twice as mean. I guess those are badger characteristics.

By the way, I am always looking for badgers to add to my collection, so if any of you know where I can find toy badgers, please let me know. I am particularly interested in plush/stuffed badgers (not taxidermied ones). Send information to me at WotC or by e-mail (badger@wizards.com).

Rhias K. Hall
Auntie Badger

Due to circumstances beyond even our control, the final steps to Mark Rosewater's puzzle "Roundabout" were not printed in Companion #6. They were on the disk when it went to the printer. I know this because I checked it myself a few minutes ago and the full solution is still there! I apologize for whatever happened. I am reprinting the complete solution for you in this issue.

-Rhias K. Hall

"Roundabout" Solution

Step-by-Step Solution

Upkeep

1) Tap the forest, Blue Mana Battery, and the Sol Ring to add one green, two blue, and two colorless mana to the mana pool.
2) Use the one green mana to cast Crumble on the Coal Golem. You are now at 7 life.
3) Use one blue mana to cast Magical Hack on Plateau, changing "plains" to "islands."
4) Use one blue mana to cast Sleight of Mind on the Wild Growth changing "green" to "black."
5) Use the two colorless mana to activate the Crystal Rod twice and gain 2 life. You are now at 9 life.
6) Take 3 points of Black Vise damage, because you have seven cards. You are now at 6 life.
7) Take 4 points of Karma damage, because you have four swamps. You are now at 2 life.
8) Take Wanderlust damage. You are now at 1 life.

Main Phase

9) Tap Hollow Trees and the Wild Growthed Underground Sea to add four green, one black, and one blue mana to your mana pool.
10) Use one black mana to cast Unholy Strength on Sea Serpent, making it 7/6.
11) Use one green mana to cast Instill Energy on Ley Druid.
12) Use one blue and one green mana to cast Fishliver Oil on Sea Serpent.
13) Use the remaining two green mana to cast Fellwar Stone.
14) Attack with islandwalking Sea Serpent to do 7 points of damage. Alysse is now at 12 life.
15) Tap the Ley Druid to untap the Wild Growthed Underground Sea.
16) Tap the Wild Growthed Underground Sea, three swamps, the Basalt Monolith, and Pendelhaven to add four black, one blue, one green, and three colorless mana to your mana pool.
17) Use the Instill Energy to untap the Ley Druid.
18) Tap the Ley Druid to untap the Wild Growthed Underground Sea.
19) Tap the Wild Growthed Underground Sea to add one black and one blue mana to your mana pool. You now have five black, two blue, one green, and three colorless mana in your pool.
20) Use one blue and one green mana to cast Creature Bond on the Sea Serpent.
21) Use one blue and three colorless to cast Juxtapose. Trade the Sea Serpent for Alysse's Ali from Cairo. Then trade your Blue Mana Battery for Alysse's Howling Mine.
22) Tap Ashnod's Transmogrant to turn Sea Serpent into an artifact creature (now 8/7).
23) Tap Royal Assassin to kill tapped Sea Serpent. Creature Bond does 7 damage to Alysse. She is now at 5 life.
24) Use the five remaining black mana to activate Pestilence for a 5-point burst. This will reduce Alysse to 0. You will stay at 1 life, thanks to Ali from Cairo.